



**HORIZON REPORT**  
**2015 Higher Ed**  
**Edition**

**with Audience Participation using Paper Clickers**

**Facilitated by Jonathan Bacon and Ben Ward**

# Why Plickers?

- Classroom response system without requiring each student to have a device (Smartphone, student response device or clicker)
- Easy to use and free
- No batteries, no expensive equipment, no BYOD, no one left out
- Automatic, instantaneous feedback using one teacher device (smartphone or tablet) – iOS and Android

# How Do Plickers Work?

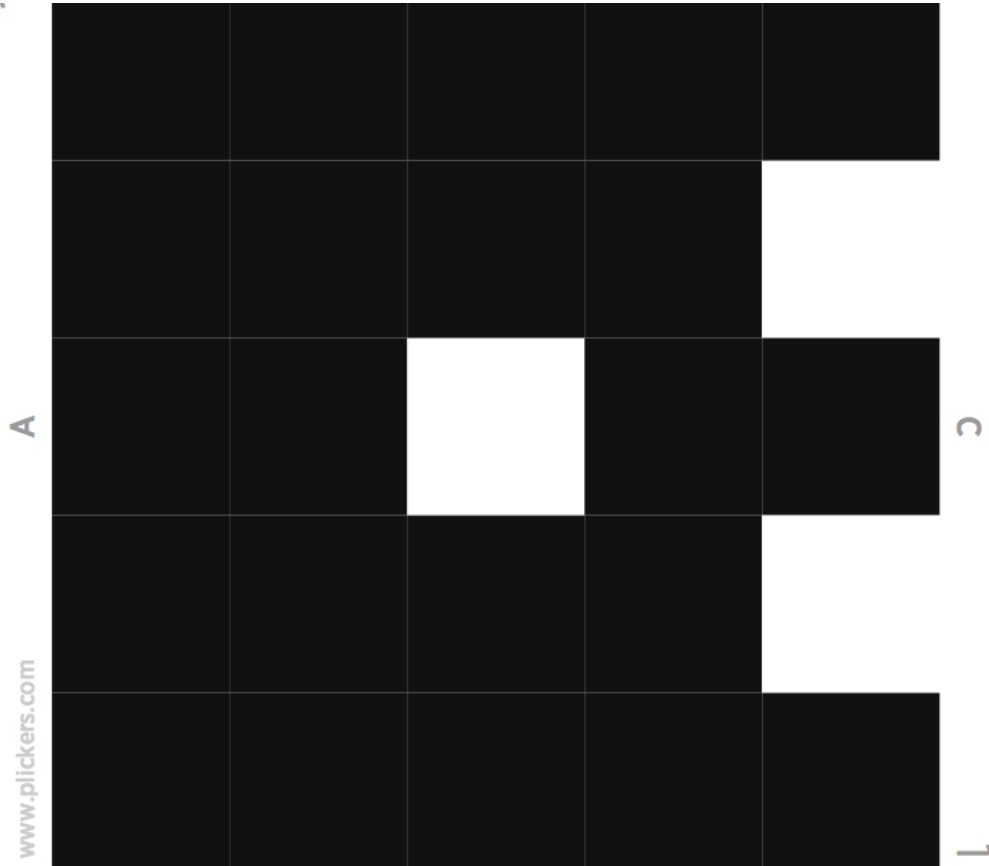
- Each student has printed card with unique visual code
- Code on each side, 4 possible responses (A, B, C, D), response determined by how card is held
- Student holds the side up (on top) that corresponds to their answer
- Teacher uses Plickers app (on Smartphone or Tablet) to record/scan responses
- App records and displays responses

# Procedural Notes

- Results appear live on teacher's device...can be projected using Plickers.com website
- Letters on card are small to ensure anonymous student responses
- Even if scanned twice per question, only last response recorded
- Must have Wi-Fi connection for real time projection

# More Notes

- Setup account on Plickers.com
- Can setup multiple classes
- Create questions with correct answers (or not)
- Questions can be assigned to one or more classes
- Cards assigned (by teacher) to specific student (or not)
- Always scan with device in portrait orientation



## Question 1

Have you read the New Media Consortium (NMC) Horizon Report: 2015 Higher Education Edition?

# Topics from the NMC Horizon Report

## 2015 Higher Education Report

Near-Term  
1-2 years

- Bring Your Own Device
- Flipped Classroom

Mid-Term  
2-3 years

- Makerspaces
- Wearable Technology

Far-Term  
4-5 years

- Adaptive Learning Technologies
- The Internet of Things

2016

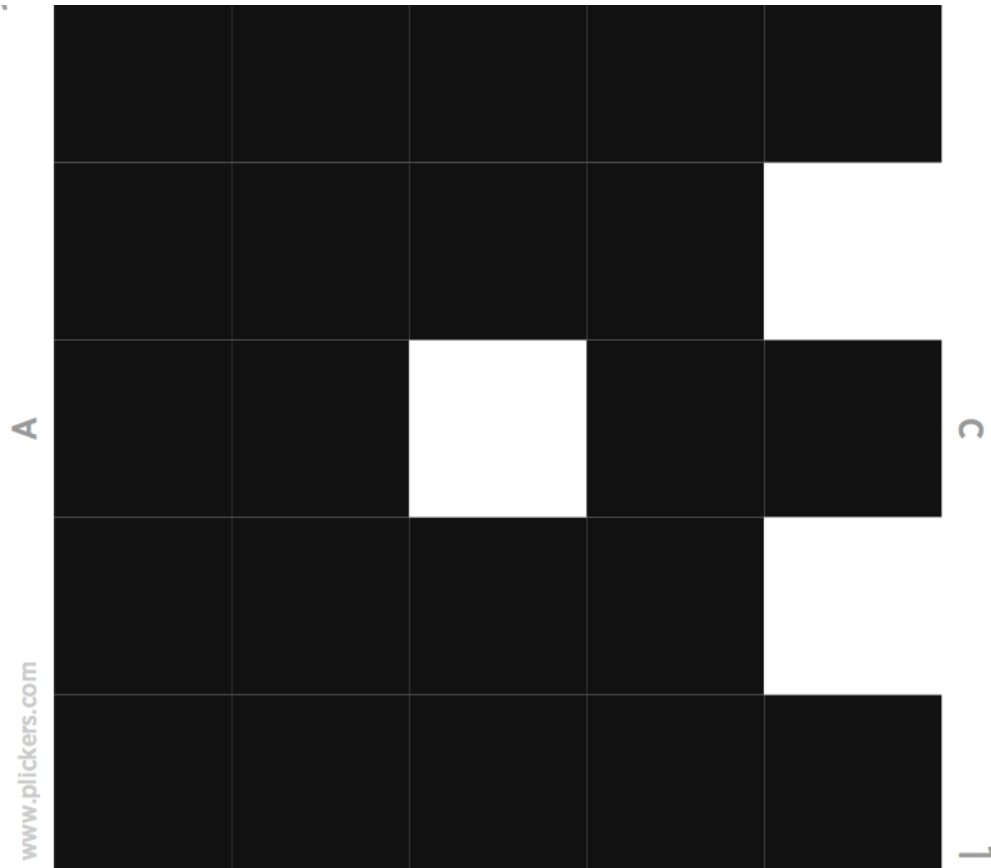
2017

2018

2019

2020





## Question 2

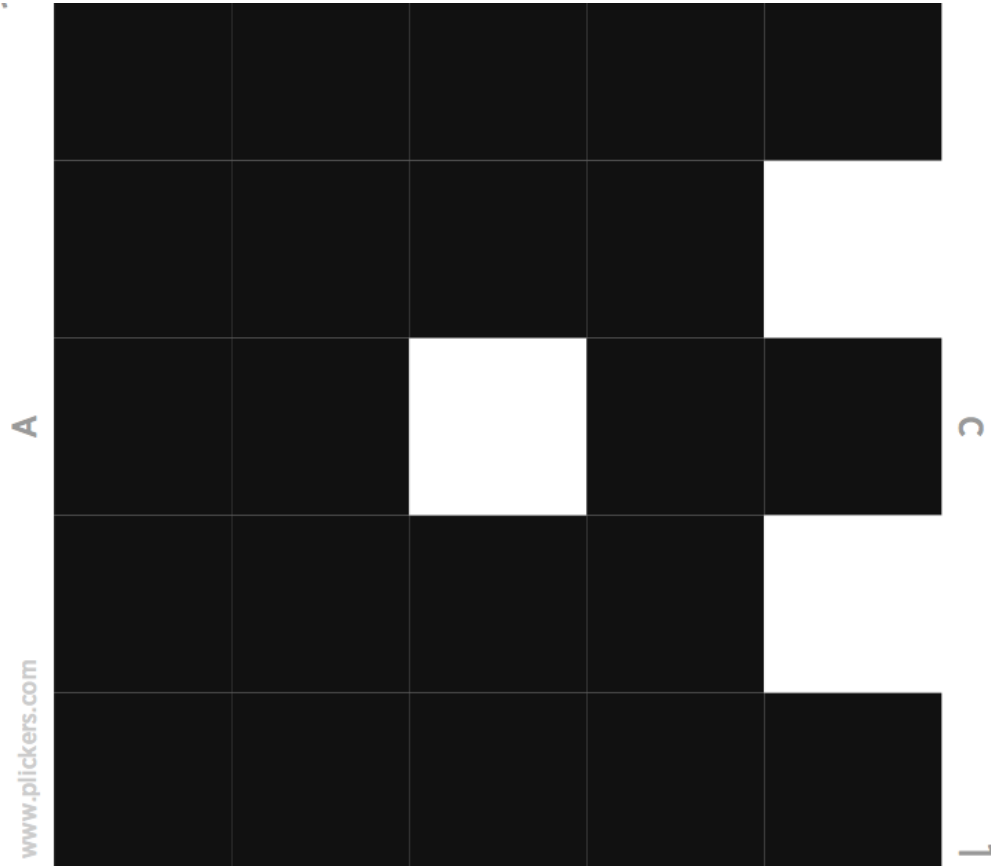
Of the 4 developments identified as on the horizon in 3 years or less, which do you think will have the greatest impact on higher education?



# Bring Your Own Device

Time-to-Adoption Horizon: One Year or Less

BYOD, Also referred to as BYOT (Bring Your Own Technology), refers to the practice of people bringing their own laptops, tablets, smartphones, or other mobile devices with them to the learning or work environment.



### Question 3

In the discussion of BYOD (Bring Your Own Device), the report cites 4 advantages/concerns, which do you rate most important?

# Flipped Classroom

Time-to-Adoption Horizon: One Year or Less

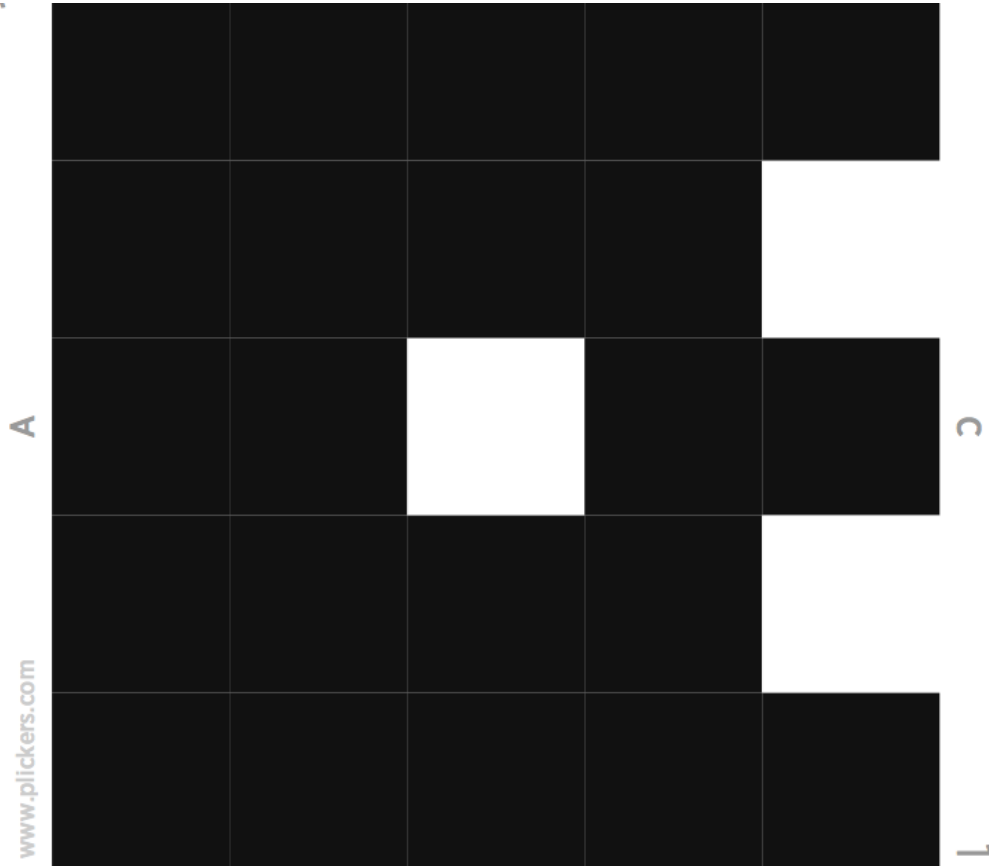
The flipped classroom refers to a model of learning that rearranges how time is spent both in and out of class to shift the ownership of learning from the educators to the students. In the flipped classroom model, valuable class time is devoted to higher cognitive, more active, project-based learning where students work together to solve local or global challenges – or other real-world applications – to gain a deeper understanding of the subject.

# Makerspaces

Time-to-Adoption Horizon: Two to Three Years

Makerspaces, also referred to as hackerspaces, hack labs, or fab labs, are community-oriented workshops where tech enthusiasts meet regularly to share and explore electronic hardware, manufacturing tools, and programming techniques and tricks....

Proponents of maker spaces for education highlight the benefit of engaging learners in creative, higher order problem-solving through hands on design, construction, and iteration.



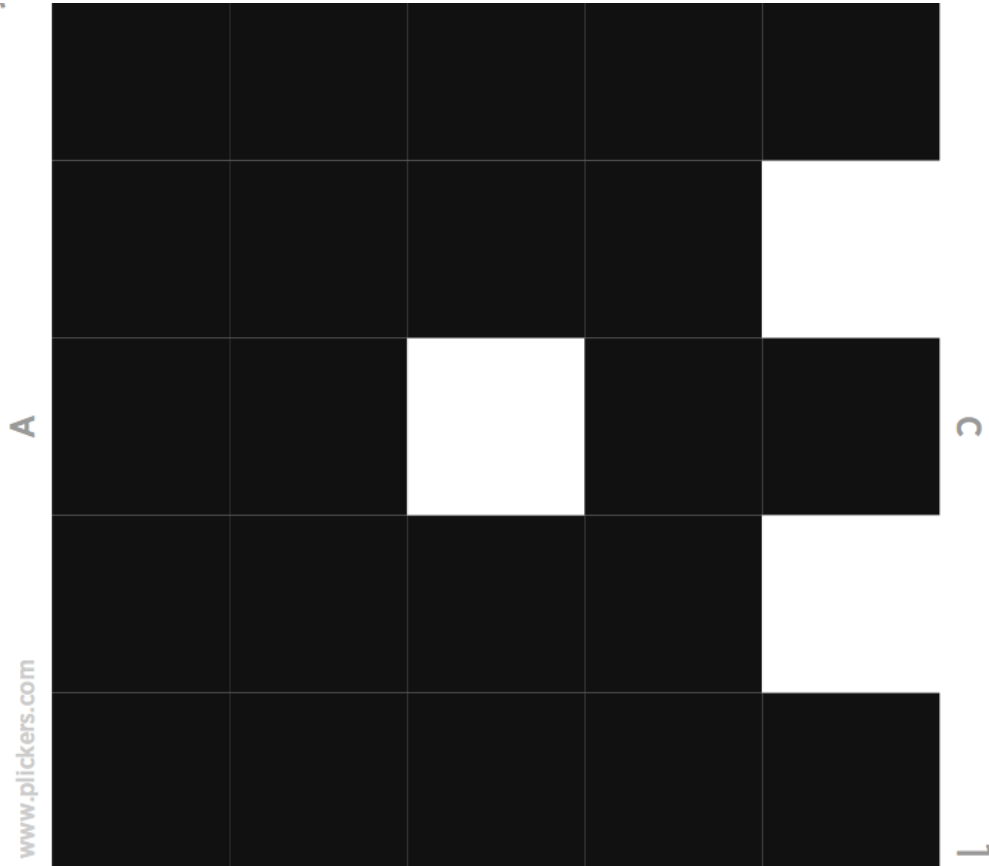
## Question 4

Does your institution offer access to a Makerspace for your students, staff and/or faculty?

# Wearable Technology

Time-to-Adoption Horizon: Two to Three Years

Wearable technology refers to computer-based devices that can be worn by users, taking the form of an accessory such as jewelry, eyewear, or even actual items of clothing such as shoes or a jacket. The benefit of wearable technology is that it can conveniently integrate tools that track sleep, movement, location, and social media interactions or it can enable virtual reality.



## Question 5

Do you have personal experience with Wearable Technology (Google Glass, Smart Watches, Activity Trackers)?

# Adaptive Learning Technologies

Time-to-Adoption Horizon: Four to Five Years

Adaptive learning technologies refer to software and online platforms that adjust to individual students' needs as they learn. Adaptive learning is a sophisticated, data-driven, and in some cases, nonlinear approach to instruction and remediation, adjusting to a learner's interactions and demonstrated performance level, and subsequently anticipating what types of content and resources learners need at a specific point in time to make progress.



# The Internet of Things (IoT)

Time-to-Adoption Horizon: Four to Five Years

The IoT is a network of connected objects that link the physical world with the world of information through the web. Use of the IoT in educational environments [focuses on] terms such as "hypersituation" to explain [its] potential. Hypersituating is the ability to amplify knowledge based on the user's location. [L]earners that carry connected devices with them can benefit from a host of information... pushed to them from their surroundings.

# More Plickers Information

- <http://www.authorstream.com/Presentation/nadinegilkison-2231718-plickers/>
- <https://www.smore.com/4ck5-got-plickers>
- <https://plickers.com/help>

